

Studio One 3 – Version History and Release Notes

This document lists all Studio One 3 maintenance updates and their included fixes and improvements.

Version 3.2 Release Notes (February 25, 2016):

New features and improvements:

- **Mix Engine FX**
 - New plug-in API and interface for Mix Engine FX (Mix FX)
- **New FX Plug-in Console Shaper (Mix Engine FX)**
- **VCA Faders**
 - quickly create VCA for selected channels
 - unlimited nesting / overlapping
 - VCA / folder linkage
 - Merge option for VCA fader automation
- **Arrow Tool enhancements**
 - Option to auto-select Range Tool in upper event area
- **Range Tool improvements**
 - single click sets the cursor
 - in stop mode, locate happens immediately (play cursor)
 - in Play mode, it sets the edit cursor; the locate is deferred until transport stops
 - double click on event splits the event
 - double click on a range selection splits range
 - more Arrow Tool improvements: event size handles (left / right edges) are now easier to access with the mouse (fade handles interfere less)
- **Crossfade editing improvements**
 - in a crossfade, both sides can be sized easier
 - moving a crossfade (X cursor) is easier now when zoomed out
- **Extended layer/take editing (comping)**
 - navigation keys (when a layer is selected):
 - Arrow up/down: navigate between layers (selects previous/next layer)

- Arrow left/right: moves a range selection on a layer to the previous/next area, determined by the event ranges on the main track.
- Shift+Arrow left/right: extend a range selection
- when another layer of a track is selected (Arrow up/down or click on layer track controls), an existing range selection is moved to the previous/next layer.
- Layer Solo:
 - when a layer is selected, the Solo command ("S") now solos the layer (not the track).
 - the existing option "Solo follows Selection" now also applies when selecting another layer.
- Layer Colors:
 - Layers can now have (optional) colors, that can be chosen in the layer track controls
 - auto coloring also applies to new layers ("Add/Duplicate Layer")
 - similar to event colors, the layer color can be undefined. The color of an event on a layer is determined in this order:
 1. Event color (as before)
 2. Layer color
 3. Track color (as before)
- Range Tool:
 - previously, the "Quick Swipe" comping function was always used on layers, regardless of the selected tool (except the listen tool)
 - now the Range tool can be used to select ranges on layers
 - a range can also be selected with a single click on a layer (selects the event range from the main track). This also works with the Arrow tool.
 - switching content on the main track:
 - when an event on the track contains material copied from a layer, the context menu of that event will have a sub menu "Select Layer Content", listing all layers that also contain material in the event range.
 - selecting a layer from the menu replaces the event on the track
 - switching can also be done quickly with Alt+Mousewheel (next/previous layer)
- **Layer / Event naming:**
 - in the track controls of a layer, the track name is shown below the layer
 - the generic default layer names ("Layer 1", etc.) are now assigned permanently, so they don't change anymore when reordering layers (which caused a lot of confusion)
 - when promoting layer material to the track, events now get the layer name; if the layer has no real name, the event name is "trackName layerNumber"

- when recording, the name of the active layer is used in the event name: "trackName layerName" or "trackName layerNumber" plus a running index
- **Various:**
 - new "Expand Layers" button on track controls (shown when track has more than 1 layer)
 - when a range is selected on a layer, a button for the "Copy Ranges to Track" Command" appears on the layer's track controls
 - duplicating a layer now expands the track to show the new layer
- **Extended tab-to-transient**
 - Tab: move cursor to next transient (as before; discards existing range selection).
 - Shift+Tab: create / enlarge a range selection from cursor to next transient
 - Cmd+BackSpace: move cursor to previous transient
 - Shift+Cmd+BackSpace: shorten range selection (end) to previous transient
 - all these commands search for transients on the selected track(s).
 - when used during playback, a separate "edit cursor" allows navigating through transients, independently of the play cursor position.
- **New transport options**
 - context menu on transport buttons
 - consolidated "Options" in "Transport" menu
- **New Play Start Marker**
 - decouples playback position from edit selection (called "Dynamic Transport Mode" in ProTools)
 - can be enabled/disabled via key command, context menu in the time ruler
- **New "Loops follows selection" option**
- **New Quick Zoom options**
 - Select range with mouse + Alt key zooms range; single Alt+click to return to previous view
 - with the Arrow Tool selected:
 - alt+click an event to select it AND zoom selection
 - alt+click again anywhere to zoom back to previous view
 - with the Range Tool selected:
 - alt+drag to select range AND zoom selection
 - alt+click again anywhere to zoom back to previous view
- **New mixer options**
 - VCA channel placement and routing display
 - preserve order of channels with folder track

- **Automation improvements**
 - quick range editing (automatic "bracket" tool)
 - automation curve can now be "trimmed" via the upper 1/4 area of a selected range (|--| Cursor appears)
 - new command "Automation" - "Transform Range" (default key: Alt+T) creates a transform selection from the selected range
 - range selection creates Transform edit selection for automation (incl. simple up/down dragging PLUS all other Transform options)
 - matches track/channel default colors; selection follows; default names are in sync
- **Various workflow improvements**
 - improved "select to end / select from start" shortcut (track focus)
 - drag instrument part to audio track renders audio and creates event
 - double-click output meter in transport bar opens Main channel inserts window (Channel Editor)
 - move Insert FX (alt+drag) between channels (drag without modifiers still creates copies)
 - "Split" command (alt+X) now works for split range AND split at cursor
- **Improved appearance controls and view/visibility**
 - main contrast slider is changing the text intensity (mainly),
 - Arrangement contrast is changing the grid intensity now.
 - Luminance and saturation are still the same, but change some colors in a non-linear way now. (i.e. toolbar color saturation)
 - track numbers added to Inspector Header
- **Various Multitouch Improvements**
 - improved vertical zooming
 - long tap to select is now shorter (had too much lag)
 - smoother scrolling of arrangement and mixer
 - OSX: mouse events are now sent properly to system
 - control Console height and Browser width with touch
 - touch support for color picker added
- **Updated ProTools keyboard mapping scheme**
- **DSP Fat Channel + PreAmp Control for PreSonus RM and AI mixers**
- **Melodyne 4 support**
 - Melodyne 4 Essential inclusion (contains new "Universal" algorithm for high-quality time-stretching and pitch-shifting of polyphonic audio material)
 - improved tempo map extraction

The following issues have been fixed:

- [OSX] Presence XT has long loading times
- [OSX] Crash when removing MIDI device while MIDI port selector is open
- Cue send lock is not always working
- Playback issue with enabled audio cache
- Delete key not working in channel editor
- Delay compensation not working on output channels
- User login not working when password includes a mutated vowel
- Studio One is unresponsive when Input Filter plugin is used
- Sustain pedal automation could be ignored when rendering audio
- [OSX] Can not change Studio 192 sample rate when IO format changes (may still occur with 10.8.5)

Version 3.1.1 Release Notes (December 15, 2015):

Improvements:

- Added context menu for plugin search results for hiding and to favor plugins
- Filter hidden plugins from search results
- Enlarged channel output list in instrument

The following issues have been fixed:

- Bounce command leads to empty event
- Focus issues in search result / list view
- Insert plugin reorder bug
- Event dragging feedback does not update when zoomed in
- Freeze with Melodyne tempo data when dragging onto the tempo track
- [OSX] Freeze after dragging with Wacom tablets
- ZLM doesn't switch to new track assigned to same input as previous selected track
- Hang with Scratchpad and automation data

Version 3.1 Release Notes (October 5, 2015):

New features and improvements:

- **Support for PreSonus Studio 192 USB 3.0 Audio Interface and DIGIMAX DP88 Preamp / Converter**
 - preamp control
 - DSP Fat Channel control with native link option
- **New Plugin Manager added to the Browser**
 - “Favorites” folder with user-definable favorites
 - “Recent” folder shows 10 most recent plugins / instruments
 - show/hide option for plugins
 - customizable plug-in folder structure
- Added volume control to parallel effects paths in channel editor
- [Windows] Added support for Marian ASIO hardware sample format
- Added Control Link focus mapping for external instruments
- Added option to show mixer channel numbers in track controls section
- Added button to open Note FX from track controls
- Added option to colorize track controls
- [OSX] improved 10.11 compatibility
- Keep notes in loop range on input quantize
- Audio effect editor is closed when plugin is removed in mixer insert
- Improved Windows 10 and High-DPI compatibility
- Improved Auto Gain in Compressor and Channel Strip with further improved gain response in Limiter and Tricomp [NOTE: this may affect levels in pre-3.1 songs]
- Improved mouse-over visibility of monitor enable buttons in mixer
- Improved multi-touch control:
 - crash when renaming channel / changing color with touch
 - panning area should not select tracks
 - prevent channel selection while touching faders
 - lag when moving faders with touch
 - prevent scrolling while editing controls inside scroll-view
 - touching the scrolling arrangement should stop scrolling immediately
 - jitter in scroll animation in browser after releasing touch
 - long-press menu on inserts / sends in device rack does not work with touch
 - selecting a channel with touch + command key immediately selects it
 - button swipe shows unexpected mouse-over behavior

- ignore additional fingers during zooming
- touch scrolling performance issue
- multi-touch support for Multiband Dynamics plug-in
- resizing mix window with touch is slower than with mouse
- **Updated Sound Set Builder 3 now available via PreSonus Exchange**

The following issues have been fixed:

- DDP export fails on second attempt
- Channels can disappear in detached Mixer on resize
- [OSX] Keyboard modifier not working on drag event
- [OSX] Crash with touch input
- [OSX] Redraw issue with Waves Plugins
- Metronome "On" State for outputs not saved
- [Win 10] Open files dialog not shrinkable
- Midi event erased after next looped recording
- [Win] Crash with Pen input
- Remote surface placement broken
- Multi-Instrument with multiple tracks can not be transformed
- Stem export does not export instrument track correctly
- Open Marker track key command not working
- VST3 GUI resize issue with FabFilter Pro-C 2
- Track automation "flyback" on touch behavior
- [Win] Sample rate change not possible with ZOOM ASIO driver
- [Win] Manual not opening when user account name has special characters
- Crash on unloading Roland Promars

Version 3.0.2 Release Notes (July 30, 2015):

New features and improvements:

- Reference manual now available in Japanese, German, and French
- Studio One Prime activation support
- Various multi-touch improvements
- Focus newly added tracks

- Added shortcuts for open/close Arranger Track
- “Show sources” command also working with Multi Instrument
- Audio Pool selection UI improvements

The following issues have been fixed:

- [OS X] crashes on quit
- Send FX divider fixes
- Arranger track did not copy time signatures
- Multi output instrument routing lost after switching song
- Fader size jumps when opening mix console input or output
- Undo for insert time signature

Version 3.0.1 Release Notes (June 30, 2015):

New features and improvements:

- Italian localization added
- Updated reference manual with improved layout and navigation
- New teaser Sound Set “Prime Selection Loops and Sounds” for all versions
- USB installation support for optional USB thumb drive
- Multi-touch support for 3rd party plug-ins
- Multi-touch support for context menus
- Multi-touch vertical zooming improvements
- Improved multi-touch performance
- Change: TUIO support now disabled by default
- Improved visibility of selected events
- Improved toolbar button alignment (optimized for smaller screens)
- Improved automation curve handling
- Support for Studio One Remote and PreSonus CS18ai moving fader controller (UCNET remote)

The following issues have been fixed:

- Mixer fader size changes when adding tracks
- Fader height jumps when double-clicking main output channel in mix console
- Mix console fader size not saved in expanded view

- Mix console output tabs not keeping size when showing/hiding
- [OSX, Windows 8.1] Crash on quit
- [OS X] Magic Trackpad issues when zooming
- Studio One 3 professional not opening (stuck on startup)
- [Mai Tai] Recurring audio engine lock-up when auditioning presets
- [Presence XT] Disk streaming lost in certain conditions
- [Presence XT] Presets not showing after Sound Set installation
- [Multi Instrument] Missing files dialog not opening
- [Multi Instrument] plug-in delay compensation and sync problems
- [Multi Instrument] Crash on using mouse wheel on Macro Control knob
- [Browser] Search sometimes omits characters
- [Browser] Double-click in search result doesn't start preview playback
- [Project Page] no track selected when opening project
- Deselecting songs on Project Page disables zoom options
- Crash with CD burning engine
- [Multi Touch] Double-tapping screen in Music Editor can create ghost notes
- Ampire XT sometimes crashes when switching between mono and stereo
- Crash with Waves side-chain plug-in and Splitter in Extended FX Chains
- Redraw issues with Waves plug-ins
- Windows HiDPI issues with Fab Filter Pro-Q2
- Text input not working with Native Instruments VST2 plug-in
- Several plug-in UI label issues
- Bitcrusher missing in Studio One 3 Artist
- Compressor auto-speed option causes audio distortion
- Side-chain compression lost when rendering Instrument Tracks
- "Replace FX Chain" dialog not updated after replacing preset
- Extended FX Chains can cause unwanted phasing
- Tape-style monitoring not working properly with zero latency monitoring
- Reference manual viewer not restored properly when minimized
- Arranger Track not copying time signature
- Editing automation curves sometimes jumpy
- Automation not following when dragging event to Scratch Pad
- Automation points and lines sometimes disappearing randomly
- Macro Toolbar icons size reduced when opening

- Tooltip tracking broken in song I/O setup matrix
- Activation “Refresh” button not working with touch screen
- Sending timecode with active Scratch Pad causes application to freeze
- élastique PRO Solo mode causes track bounce to stall
- Wrong focus track in editor
- Certain MIDI files truncated on import